PlayStation
NTSC U/C
PlayStation
GUILTY GEAR™
"GUILTY GEAR is as good as it gets."
-videogames.com
TEEN
T
CONTENT RATED BY ESRB
FIGHTING GAME™
ATLUS®
SLUS-00772

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE of CONTENTS

Thank you for purchasing Atlus' game "Guilty Gear." Before you start the game please go through the manual. Replacement manuals are available for $5.00. Contact Atlus customer service.

Story 02
Console 03
Controller 04
Character Profiles:
Sol Badguy 05
Ky Kiske 07
May 09
Kliff Undersn 11
Potemkin 13
Axl Low 15
Zato-ONE 17
Chipp Zanuff 19
Character Profiles Continued:
Dr. Baldhead 21
Millia Rage 23
Basics: The Screen 25
Basics: Game Rules 25
Basics: Beginning the Game 25
Mode Explanation 26
Fighting Tactics:
Systems: Gatling Combos 27
Systems: Charge Attacks 27
Systems: Instant Kill 27
Techniques 28-29

STORY

The 22nd Century... Mankind has succeeded in his dream of developing a natural, limitless energy supply. It was the dawning of the Age of Magic.

Science and industry, the source of environmental pollution and weapons of mass destruction, were outlawed. This controversial decision was to bring history as mankind knew it to an end...

However, the abolition of technology did little to soothe mankind's suffering. A war erupted, fueled by fearsome weapons based on rapidly developing magical theory. Eventually, shockingly powerful biological weapons were produced by fusing human and animal DNA with magic, resulting in a horrible mix of vitality and raw strength. This was the birth of the Gears.

The powerful military state that produced the Gears monopolized the manufacturing process, bringing countless other lands under its control. These Gears were designed to be little more than slaves, incapable of independent thought. Yet from among their ranks a rebel appeared, announcing himself to be self-aware. This insurrectionist, calling himself Justice, gathered an army of fellow Gears and declared war on all mankind. Despite heavy initial casualties to these renegade Gears, the humans put their differences aside and formed an elite group of warriors to combat the Gear menace. This group of brave heroes became known as the Sacred Order of Holy Knights. One hundred years of brutal war later...

The fierce battle between the Gears and the humans, which had become known as the Crusades, was finally at an end. The heroic Sacred Order had sealed Justice inside an impenetrable dimensional prison, and it was only a matter of time before the remaining masterless Gears were rounded up and destroyed.

However, five years after the end of the Crusades, the walls of Justice's dimensional prison have unexpectedly begun to erode away. Assessing the threat before them, the world's leaders quickly organize an international fighting tournament to select members for a proposed Second Sacred Order of Holy Knights. Astoundingly, the prize for this tournament was said to be literally anything one desired: The victor would get to make a single wish... any wish at all.

Yet in the panic surrounding the imminent decay of Justice's dimensional prison, few seemed to take notice of the rather suspicious rules of this tournament, such as the welcoming of criminal entrants, and the permission to shed blood during the matches...

CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the GUILTY GEAR game disc and close the disc cover. Insert controllers and turn on the PlayStation game console. After loading you will see the Opening Demo followed by the Title Screen/Game Start Menu.

The Memory Card can be used to save options such as button configurations and secret characters that have been unlocked. You will need 1 block of free space. See Page 25 for more information.

Note: GUILTY GEAR is compatible with the vibration function of the Dual Shock™ analog controller, but not the Analog Button. Make sure the Analog Mode Switch (LED) is OFF.

CONTROLLER

Standard Controller

Dual Shock™ Controller

Controller Functions During Menu Screens:

Directional Buttons........Move Cursor

⊗ Button............. Confirm Selections

□, △ and ○ Buttons...........Choose Character at Player Select Screen

START Button.............Skip Demo, Choose BG in Versus Mode

SELECT Button...............Not Used

L & R Buttons...........Not Used

Controller Functions During Game Play:

□ Button...............Punch (P)

→+□ Button.....Fierce Strike

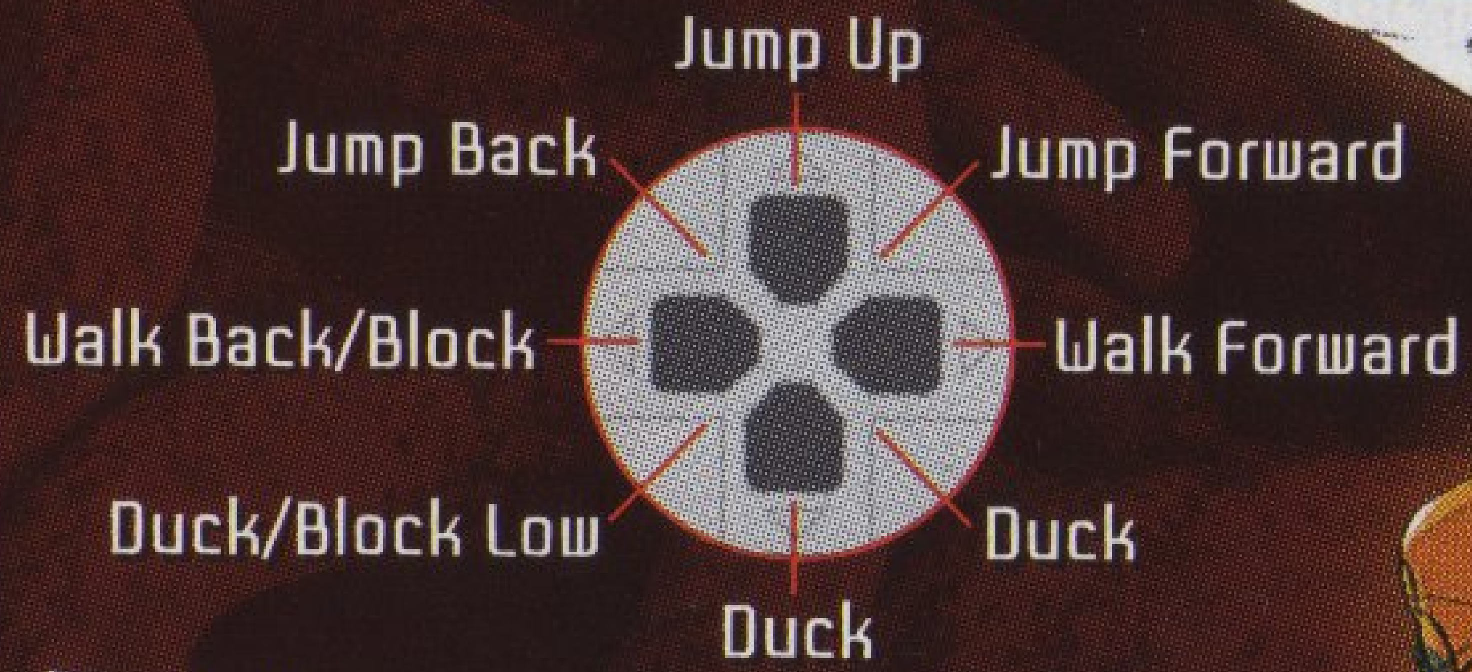
⊗ Button..................Kick (K)

△ Button.................Slash (S)

○ Button...Heavy Slash (HS)

L1 Button..................Taunt

R1 Button..............Respect



START Button.....................Pause Game

SELECT Button..............Open Exit Menu

Note: All commands in this manual assume the character is facing right (i.e., on the Player 1 side.) Reverse the commands if you are facing left (i.e., on the Player 2 side.)

SOL BADGUY

"Justice! I'll take you to the grave with me!"

STORY

Rumors of an immensely skilled lone-wolf bounty hunter had reached the ears of Kliff Undersn, the retiring captain of the Sacred Order of Holy Knights. Kliff was interested; he spared no means in finding Sol, and invited him to become a member of the Order.

Sol's knighthood, however, was not to last. The growing tension between he and young master swordsman Ky Kiske was becoming more and more bothersome, and Sol realized that the majority of the knights bore him little more than ill will. When he saw his opportunity, he took it; Sol managed to desert the knights' camp with one of the Order's most valuable treasures... the blade known as Fireseal.

It is now five years after the end of the Crusades, and Sol has returned to his former ways. On a particularly lucrative bounty run, one of his marks begs to be spared, telling Sol about a faraway tournament being organized by the Sacred Order. Sol barely even registers the quick thrust with which he ends his bounty's life... as his thoughts are now far away, centered on only one goal...

SPECIAL MOVES

▶ Gun Flame

↓↘→+S/HS

▶ Volcanic Viper*†

→↓↘+S/HS

▶ Bandit Revolver*

↓↘→+K

▶ Riot Stamp

↓↙←+K

▶ Dragon Install

↓↙←↓↙←+S

Raises Sol's abilities for a short time

▶ Tyrant Rave

→↘↓↙←→+HS

PROFILE

HEIGHT: 6'
WEIGHT: 163 lbs.
BLOOD TYPE: "No clue."
BIRTHPLACE: America
BIRTHDAY: "...I don't know."
EYE COLOR: Brown
HOBBIES: Listening to Queen
FAVORITE THING: Queen's album "Sheer Heart Attack"
DISLIKES: Great effort, "Doing your best."

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

KY KISKE

"The time to settle the score is near, Sol..."

STORY

After the retirement of Kliff Undersn, master swordsman Ky Kiske was given leadership of the Sacred Order of Holy Knights at the unbelievably young age of 16. As a symbol of his new status, he was granted one of the Order's most holy treasures... the blade called Thunderseal. The appointment was not a mistake; Ky and his band of heroic Knights ended the 100-year-long Crusades by sealing the dread Gear, Justice, away for all eternity... or so it was thought.

Five years after the dissolution of the Order, Ky continued his life of public service by entering the police force. One day while on duty, Ky received an announcement: A tournament was to be held soon, the winners of which would be candidates for a Second Sacred Order. Things did not seem right: Permission to shed blood during the matches, an absurdly large grand prize, and most shocking of all... talk of Justice's resurrection, much too soon.

Sensing the cold machinations of conspiracy at work, Ky dons the old uniform of the Order for the first time in five years and decides to enter.

SPECIAL MOVES

▶ Stun Edge†

↓↘→+S/HS

▶ Aerial Stun Edge

↓↘→+S in jump

▶ Vapor Thrust*

→↓↘+S/HS

▶ Stun Dipper

↓↘→+K

▶ Needle Spike

→↘↓↙←+K

▶ Ride the Lightning

←↙↓↘→←+HS

PROFILE

HEIGHT: 5'11"
WEIGHT: 128 lbs.
BLOOD TYPE: AB
BIRTHPLACE: France
BIRTHDAY: November 20th
EYE COLOR: Blue-Green
HOBBIES: Collecting teacups
FAVORITE THING: Everybody's laughing, happy faces
DISLIKES: Sol

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

MAY

"Don't worry, Johnny! May's coming to save you!"

STORY

All the girl can remember of her infancy is the image of a suave and daring pirate captain whisking her away from a savage field of battle. The pirate, Johnny, named the orphan May, after the month of endless rain.

Throughout the long years of wild living aboard the pirates' airship, May developed a fierce love for Johnny: He was part father figure, part brother, and perhaps even part boyfriend to her.

However, one day, Johnny was caught in the act. Though he primarily stole from the well-off to aid those in need, crime is crime, and he was incarcerated. The term was not a short one. Johnny's crew immediately began planning an elaborate breakout.

And so, the day before the plan was to commence -

"May! Hold on! Is it too late to change the plan?!"

"What's up, Chief Adviser April? A tournament...? And the prize is anything?! They'll grant any wish?!"

"Yeah! We could wish for Johnny to be released!"

"Good thinking! Just wait, Johnny! I'm coming!"

SPECIAL MOVES

Aqua Rolling*†

↓↘→+S

High-arc version: ←↙↓↘→+S

Restive Rolling*

→↓↘+S

Change direction with D-Buttons+S

Mr. Dolphin!

←↙↓↘→+HS

Mist Finer

↓↙←+S

Press S rapidly to extend

Overhead Kiss

←↙↓↘→+K when close

May Dynamic

←→↘↓↙←+HS

PROFILE

HEIGHT: 5'2"
WEIGHT: 93 lbs.
BLOOD TYPE: B
BIRTHPLACE: Unknown
BIRTHDAY: May 5th ["It's not my real birthday, but it's the day Johnny found me!"]
EYE COLOR: Black
HOBBIES: Thinking of Johnny
FAVORITE THING: Johnny
DISLIKES: "Baldies! Ick!"

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

KLIFF UNDERSN

"Old soldiers never die! Prepare, youngsters!"

STORY

Kliff was known as a hero: He had bravely led the heroic Sacred Order of Holy Knights for decades during the Crusades. Nevertheless, he was now thought of as something of a historic relic. In his prime, however, he was regarded with awe... and, truth be told, a bit of fear as well. As a retirement gift, Kliff was given his sword of choice - the priceless treasure Dragonslayer, a gigantic blade that was said to have the power to kill dragons with a single stroke.

Five years later, Kliff lives his quiet life of retirement in sheer boredom. His only diversion now is the study of various cultures' fighting techniques, the most interesting of which stemmed from the lost, legendary nation of Japan. However, one day while walking through the streets, he notices a placard announcing a tournament for a proposed Second Sacred Order. Sensing a disturbance in the natural flow of energies, Kliff suddenly suspects something so terrible that he dare not speak it aloud: Is Justice being resurrected? Kliff immediately decides to return to the battlefield... and enter the tournament.

SPECIAL MOVES

Houkou Gaeshi †

↓↘→+P

Zugaisai

↓↙←+S

Kubimatagi

↓↙←+K

Urokohagashi

S rapidly

Jigoku Tsukkomi

←← then P

Invincible during sway; chance of failure

Soul Survivor

←→←↙↓↘→+HS

PROFILE

HEIGHT: 4'10" / 5'10"
WEIGHT: 121 lbs.
BLOOD TYPE: AB
BIRTHPLACE: Switzerland
BIRTHDAY: September 9th
EYE COLOR: Brown
HOBBIES: Sailing
FAVORITE THING: His priceless Japanese teacups
DISLIKES: Fashionable, voguish words

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

POTEMKIN

"What I do, I do for my comrades..."

STORY

Zepp, the "Armed Air Empire," was a military state established toward the end of the Crusades, the entirety of which was enclosed aboard a gigantic airship. The military force of Zepp, composed wholly of slave soldiers wearing anti-desertion bomb collars around their necks, was unsurpassed... the fear of the collars exploding at any given moment was motivation enough to fight. Potemkin was one of these men.

"Code 4595605381, Potemkin. We've finally found a use for you and your ridiculous body..."

"I refuse. These fists of mine were not made to kill."

"Hmph... fine. Your orders are as follows: Enter this tournament, and win. You will then wish for suitable territory for us to expand our Empire into. Do you think you can win without shedding blood...?"

"Damn you...! ...Fine, I'll do it. Gaining territory peacefully is better than an invasion that would result in countless casualties on both sides..."

"Just don't get any stupid ideas down there... we wouldn't want to strain that tiny brain of yours..."

SPECIAL MOVES

Potemkin Buster

→↘↓↙←→+P when close

Nitro Hook

←↙↓↘→+P

Mega Fist I

↓↘→+P

Mega Fist II

↓↙←+P

Graviton Stamp†

→↓↘+P

Gigantic Piston

→↘↓↙←→+HS

PROFILE

HEIGHT: 8'
WEIGHT: 1446 lbs.
BLOOD TYPE: 0
BIRTHPLACE: Zepp
BIRTHDAY: October 18th
EYE COLOR: White
HOBBIES: Sketching
FAVORITE THING: Indestructible pencil cases
DISLIKES: Pencils that snap under four tons of weight

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

AXL LOW

"Have I finally found a way to get back home?"

STORY

Axl was born in 20th century England, in one of the worst parts of London's East End. He grew up desensitized to violence, seeing it every day as warring gang factions fought for control of the town. However, he abhorred it deeply and was determined to end the assault on his neighborhood peacefully.

Ever since childhood Axl had unusual martial arts prowess, and with his favorite weapon, the dual kusari-gama, even bullets weren't a threat to him. Within half a year, he had successfully cleaned up his neighborhood without a single casualty - friend or foe. However, at the very moment he was sure the peace would last, he was caught in a "time slip" - a random disturbance in the space-time continuum - and hurtled 200 years into the future.

Two years have passed since Axl's arrival in this new world... and he still searches for a way back home. Yet just as he begins to give up hope, he hears a rumor of a fighting tournament in which the champion gets whatever they can wish for...

SPECIAL MOVES

▶Rensen Geki

←charge→+S

▶R. Kyokusa Geki

hold ↑+HS during Rensen Geki

▶Benten Gari

→↓↘+S

▶Tenhou Seki

↓↙←+P

Use to reverse the enemy's attack

▶Raiei Sageki

←↙↓↘→+K

▶Dototsu

↓↙←+K

▶PROFILE◀

HEIGHT: 5'10"
WEIGHT: 172 lbs.
BLOOD TYPE: B
BIRTHPLACE: England
BIRTHDAY: December 25th
EYE COLOR: Blue
HOBBIES: Billiards
FAVORITE THING: His girlfriend, Megumi (back in his original time era)
DISLIKES: Preachy people

▶Yousou Renjin

→↘↓↙←+K

▶Hyakue Renshou

↓↘→↘↓+HS

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

ZATO-ONE

"By my shadow, I will annihilate that woman!"

STORY

Zato-ONE was once an underling. Disgusted with his lack of ability to rise through the Assassin ranks, he risked death by invoking the forbidden arts. He lost his eyesight, but gained the ability to control shadows, as well as enhanced senses - enough for him to perceive his surroundings better than he ever could with sight alone. With these newfound powers at his command, he was the Assassin leader within weeks.

However, Zato was betrayed by the only woman he had ever trusted, an Assassin named Millia, and was arrested. Languishing in the utter blackness of his cell, a tall, thin figure appeared before him...

"Zato-ONE... Do you want out of there? Isn't there a woman you have a pressing appointment with...?"

"Millia! But how do you know of her? Who are you?"

"A tournament is to begin soon, the winner of which will have whatever they desire. If you win, you'll be free. Free to find this woman... to punish her..."

"...Heh... I don't know what you're after, but what have I got to lose? Let me out... and count me in!"

SPECIAL MOVES

Climb Darkness

←↙↓↘→+HS then HS, S, P

Drunkard Shade

↓↙←+P/K

Use to reverse projectiles

Rise and Fall

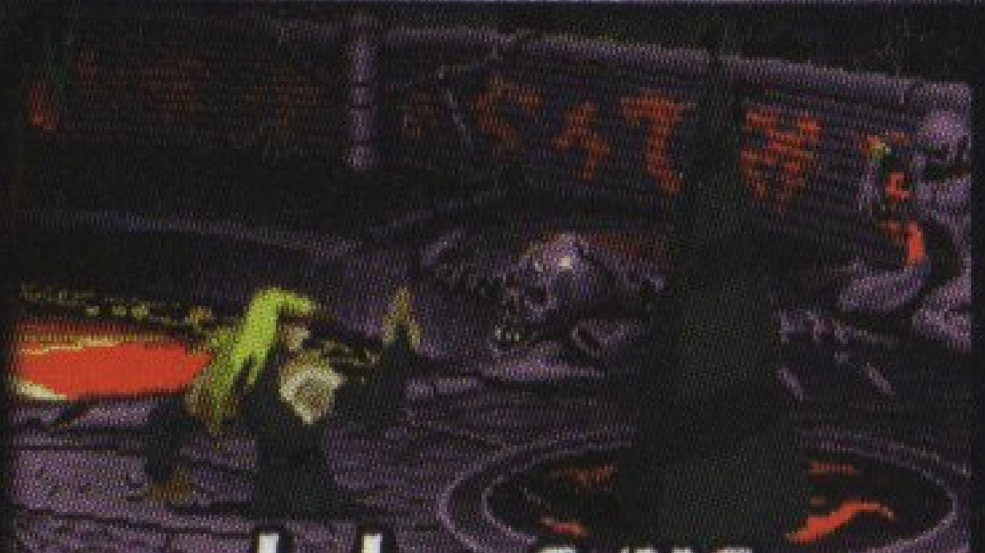
→↓↘+P

Break the Law

→↘↓↙←+S

Use to move as shadow

Invite Hell†



↓↓+S/HS

Dark Sentinel

←↙↓↘→↘↓↙←+HS

PROFILE

HEIGHT: 5'11"
WEIGHT: 150 lbs.
BLOOD TYPE: A
BIRTHPLACE: Spain
BIRTHDAY: January 28th
EYE COLOR: Formerly blue
HOBBIES: Attempting to understand the language of the flowers
FAVORITE THING: His pride
DISLIKES: That woman

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

CHIPP ZANUFF

"Master! I swear... you shall be avenged!"

STORY

Chipp was addicted to drugs at a very young age. In order to secure a regular supply of them, he became a dealer for the Mafia. Yet after years of punishing his body with all manner of narcotics, he finally broke down and was to be "disposed" of by the organization. However, his life was saved by a mysterious Ninja. Realizing his huge debt to this master, Chipp became a student at the Ninja's dojo and was trained body and soul in the ways of the Shinobi.

And yet one day, Chipp returned to find his master near death, having been attacked by the Mafia.

"Master Tsuyoshi! Damn! Who did this to you?! The Mafia?! I will not forgive them!!"

"Chipp... your opponent is an entire organization... You can't do anything to them. Promise me, Chipp... you will walk away... and live your... own... life..."

The Ninja master Tsuyoshi passed away with a smile.

"Master... I cannot honor such a promise. I'll enter that tournament we heard of... form my own group, my own organization... and take the Mafia down!"

SPECIAL MOVES

Alpha Blade*

Beta Blade*†

Gamma Blade

Sebone Ori

Tsuyoshi-Shiki Ten'i

Use to warp behind opponent

Tsuyoshi-Shiki Meisai

PROFILE

HEIGHT: 6'
WEIGHT: 148 lbs.
BLOOD TYPE: B
BIRTHPLACE: He insists Japan (actually America)
BIRTHDAY: February 9th
EYE COLOR: Red
HOBBIES: Dreaming
FAVORITE THING: Sleeping pills
DISLIKES: Nightmares, the Mafia, gangs, yakuza

Banki Messai

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

DR. BALDHEAD

"My, my!! Lots of patients today! Get ready for your operations!"

STORY

He was regarded as the finest physician in more than a hundred years. With a gentle personality and deft surgical skill, the doctor was respected throughout the world. One day, however, a girl under his care died mysteriously during surgery. Some said the girl's death was orchestrated by jealous colleagues, but the shock drove the doctor mad. He embarked on a violent serial-killing spree and murdered an untold number of people before finally being captured...

"Mr. Guard! Is it mealtime yet? Is the food ready? Mr. Guard, I'm hungry, I'm hungry!!"

"There are numerous patients awaiting your surgical genius and expertise, Doctor Baldhead."

"...? You're not Mr. Guard, are you? What does it matter, anyway? I can't perform any operations without my medical instruments..."

The tall, thin stranger who stood on the other side of the cell bars threw Dr. Baldhead a gigantic blade.

"Ooh! My... my scalpel! You're a good man... Don't worry, I'll perform plenty of operations for you!!"

SPECIAL MOVES

Metta Giri†

→↓↘+S

Souten Enshin Rambu

↓↘→+P

←← or →→ to move, P or K to attack, ↓ to end

Going My Way*

↓↙←+S

Rerere no Tsuki

←↙↓↘→+HS

Yobi Modoshi

←← during Rerere no Tsuki

Mad Operation

↓↘→↘↓↙←+HS when close

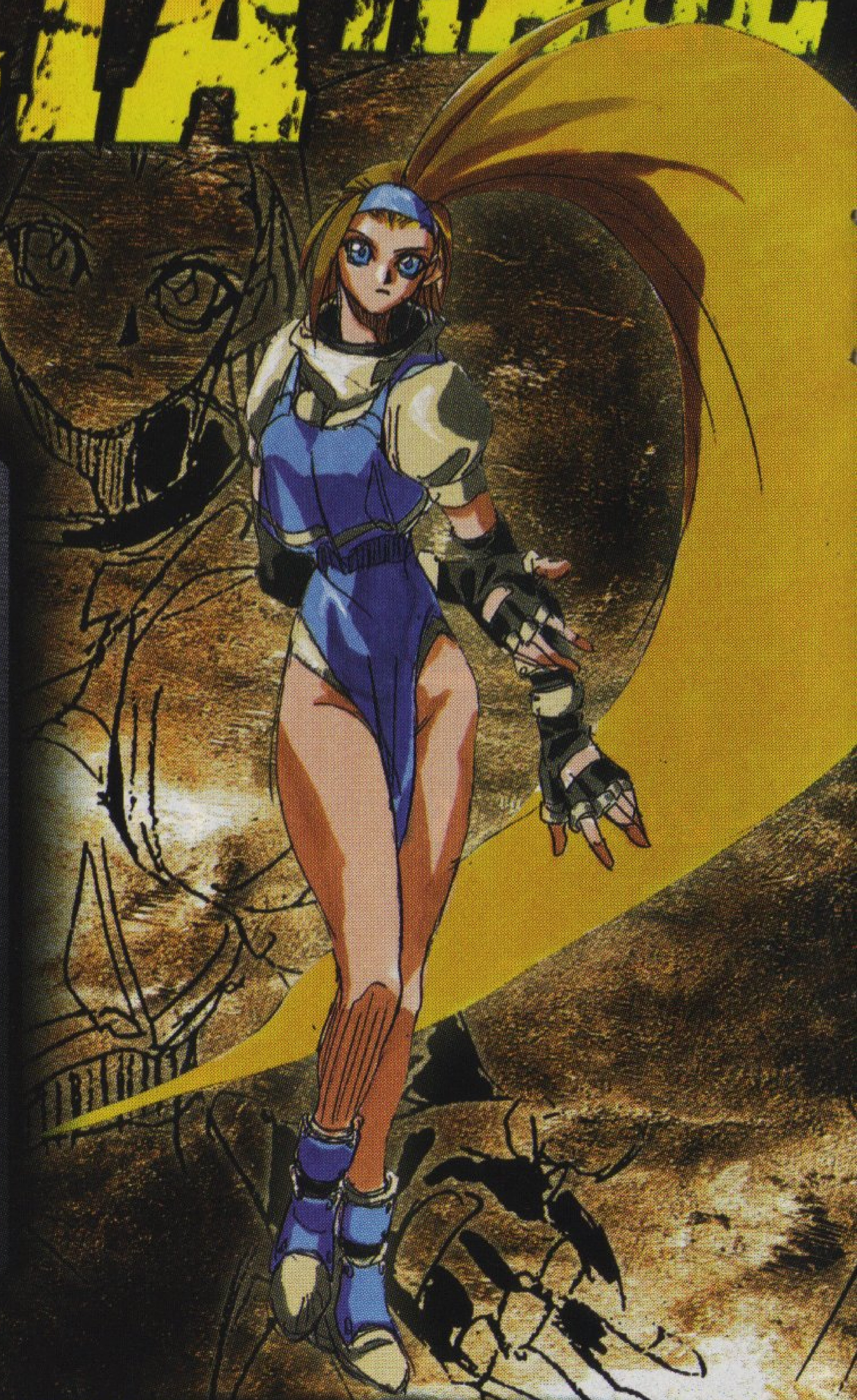
PROFILE

HEIGHT: 9'4"
WEIGHT: 121 lbs.
BLOOD TYPE: O
BIRTHPLACE: China
BIRTHDAY: August 21st
EYE COLOR: Black
HOBBIES: Performing elaborate operations
FAVORITE THING: His gigantic, six-foot "scalpel"
DISLIKES: Cancerous cells

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

MILLIA RAGE

"I will never be truly free until Zato is dead..."



STORY

Millia was an orphan, both parents lost to the Crusades. The vicious Assassins found her in the ruins of a village, little more than a wailing infant, and took her in. Thus, she was trained from childhood to use her hair as a lethal weapon. Millia wanted no part of such a loathsome life; she tried to commit suicide several times, each attempt ending in failure.

Finally, her first mission was at hand. The operation was a major one - it was to be lead by the Assassin leader, Zato-ONE, himself. During the mission Millia was to act alone; she took the opportunity to flee. Her escape threw the Assassins into chaos, allowing them to be caught red-handed.

Millia now lives as a fugitive, only killing her pursuers when backed into a corner. Hearing from one of these unlucky Assassins that Zato-ONE had escaped from jail and was entering a fighting tournament, Millia decides to enter, as well.

"If I fight Zato in a tournament, one-on-one, I may have a chance to win... and my victory will bring an end to the Assassin organization forever!"

SPECIAL MOVES

Living Lancer†

↓↘→ or ↓↙←+S

Change direction with D-Buttons+S

Zenten

↓↙←+K

Condemned Top

→↓↘+S

Lust Shaker

S rapidly

Iron Maiden

↓↘→↓↘→+HS

PROFILE

HEIGHT: 5'7"
WEIGHT: 106 lbs.
BLOOD TYPE: B
BIRTHPLACE: Russia
BIRTHDAY: Unknown [Millia is an orphan]
EYE COLOR: Blue
HOBBIES: Playing with cats
FAVORITE THING: Her honor
DISLIKES: Zato, losing hair in the midst of battle

* = A move that can be done in mid-air. † = A move that can be charged with R1. Moves in GRADIENT type require a full Chaos Gauge.

BASICS

The Screen - What's What

1.] Score. Displays current score.

2.] Character. Displays the name and face of the currently selected character.

3.] Life Bar. Getting hit by your opponent reduces this gauge. When it is completely emptied, one game round is over.

4.] Win Marks. Winning a round will light up one Win Mark. When both have been lit, the player on the corresponding side wins the match.

5.] Timer. The timer spins clockwise to indicate the passage of time. When it has completed one revolution, the time is up and the player with the most life left wins the round by default.

6.] Chaos Bar. This gradually fills as you attack your opponent. When it is completely full you can perform a Chaos Move.

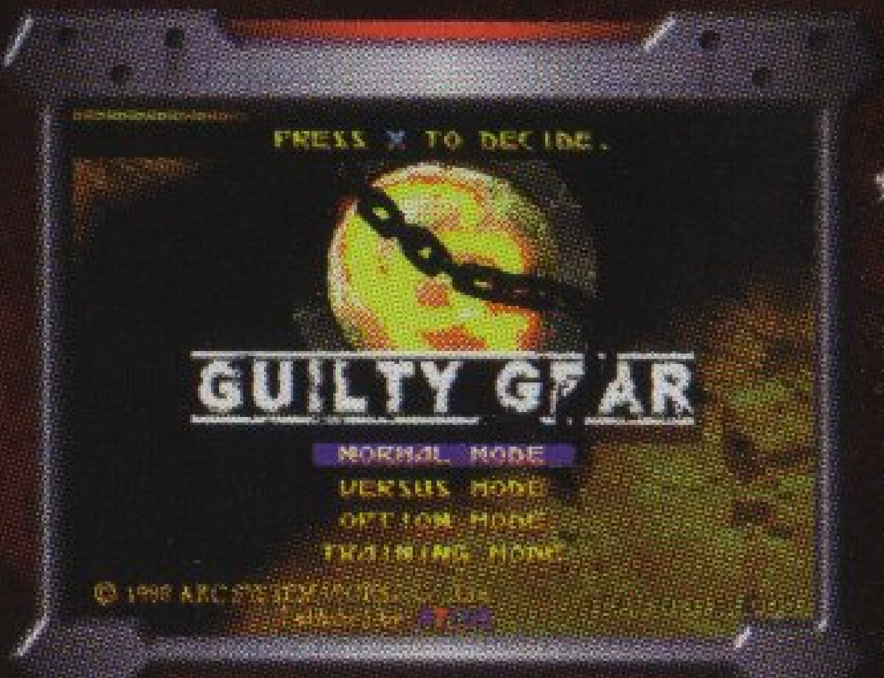
The Rules of Combat

GUILTY GEAR is a one-on-one, best-two-out-of-three-rounds fighting game. When either fighter's Life Bar is depleted, he or she loses and the other fighter wins a round. When either fighter has won two rounds, he or she wins the match. If the third round ends in a Draw or a Double Knockout, a fourth round (the Final Round) is added. If the Final Round ends in a draw, neither fighter wins and the game is over.

If either fighter wins with an Instant Kill move, he or she wins the match immediately, no matter which round the game is currently in.

Beginning the Game

After turning on the PlayStation, the Intro will appear. This Intro can be skipped by pressing ⊗. After the Intro, the Title Screen will appear. Select a Mode on this screen with the Directional Buttons and confirm your choice by pressing ⊗.



MODES

Normal Mode

One player against the CPU. Defeat every CPU opponent, and you get to view your selected character's ending. There is no limit to how many times you can Continue in this Mode.

Option Mode

This mode allows you to alter various aspects of the game. Use the Directional Buttons to move, and highlight choices to confirm them:

KEY CONFIG - You can change button functions by highlighting what you'd like to change and pressing a new button.

BGM SELECT - Turn the BGM Player on by pressing ⊗, then select desired track.

SAVE/LOAD OPTION - Save/Load data. This will save your Option Mode configuration.

TIME - Select desired match duration.

VIBRATION - If you have a Dual Shock™ controller, turn this ON for vibration.

FRAME SKIP - Turning this ON will keep a constant speed of play at the expense of skipped frames.

VOLUME - Adjust the BGM/SE volume level.

Versus Mode

Two players fight against each other. Before choosing your fighter, you can select which character's background you want to battle on by pressing START while the desired character is highlighted. After player selection, you can set your character's strength with the Directional Buttons. When the match ends, you have the option of beginning a new match with the same characters (select "CONTINUE") or returning to the Player Select Screen (select "CHANGE.")

Training Mode

This mode allows you to practice combos. During Training, press SELECT to enter Training Config, then highlight options to change them:

ENEMY - Change the training dummy's action: It can STAND, DUCK, or JUMP repeatedly.

BLOCK - Choose YES, and the dummy will block when your combos cease to connect.

CHAOS - Choose MAX, and the Chaos Bar will always be completely full.

LEVEL - Change the level of your Charge Attack.

Choose PLAYER SELECT or TITLE with ⊗ to return to each location, respectively.

SYSTEMS

Gatling Combo System: Gatling Combos form the basis of GUILTY GEAR's entire combo system. Gatling combos involve chaining together normal attacks, always increasing or staying at the same level of strength. For example, a Gatling Combo can be Punch › Kick › Slash › H.Slash, *or* Slash › Ducking Slash › H.Slash › Ducking H.Slash, *or* even Punch › Kick › Punch › Kick › Slash › Slash › H.Slash, but *never* H.Slash › Slash › Kick › Punch. After your Gatling Combo, you can then usually cancel, or two-in-one, into a Special Move by doing the move before the animation of your last Gatling hit finishes, as shown below:

▲ This is an *extremely* basic Punch › Kick › Slash › H.Slash › Special Move Gatling Combo.

Charge Attack System: Every normal character in GUILTY GEAR except Axl has one Special Move that can be charged up for increased power. This is accomplished by doing the regular motion for the move, then pressing and *holding* the Respect Button instead of the normal button. After charging, the next time you perform the move it will be enhanced. You can charge up to three levels, as shown below. Chargeable Special Moves are marked with an "†" in the Character Profile section.

▲ Normal (Lv. 1) ▲ Level 2 ▲ Level 3

Instant Kill System: Defeating an opponent with an Instant Kill will end the match immediately. Press Punch + Kick to do an Instant Kill Starter Attack. If you connect, the screen will turn red. The Instant Kill can be completed as shown below. Your opponent can *escape* the Kill if he/she acts quickly enough, which will override even a completed Kill:

If YOU initiate the Instant Kill with P+K:
↓↘→ plus any attack button to *complete* it.

If your OPPONENT initiates the Instant Kill:
↓↙← plus any attack button to *escape* it.

TECHNIQUES

Chaos Moves: Each character has at least one Chaos Move, a super-powerful attack that takes a completely full Chaos Bar to use. These moves appear in the Character Profiles section in gradient type. Also, some Chaos Moves can be performed at any time (even if you have an empty Chaos Bar) if you have less than 1/2 of your Life Bar remaining. Experiment to find out which!

Dash / Back-Dash / Air Dash: Tap →→ to Dash forward, and tap ←← to Back-Dash. Note that Potemkin cannot Dash forward, and Kliff cannot Dash either way. You can also Dash in mid-air with the same commands. Potemkin cannot Air Dash. Millia can Air Dash twice during one jump.

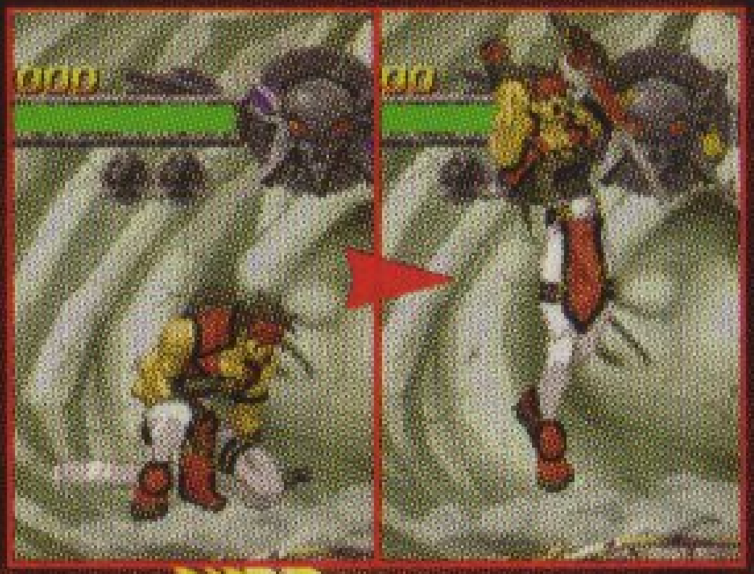
▲ Dash

▲ Air Dash

High Jump: Press ↓, then quickly ↑, ↖ or ↗ to High Jump. A High Jump is much higher than a regular jump, and a forward or backward High Jump travels all the way across the screen. Note that you cannot Double Jump during a High Jump.

Knockdown Evasion: Press ↑ plus any button when you get hit with an attack that knocks down, and you'll flip out of the hit, ready to retaliate. For more information see GUILTY GEAR Tips on Page 29.

Double Jump: You can jump twice: Once on the ground and once again in the air. Chipp can Triple Jump - once off the ground, then twice in the air.



TECHNIQUES CONT.

Throws: Press → plus Heavy Slash when close to your opponent to throw them. Alternatively, you can throw them the other way by pressing ← plus Heavy Slash when close.

Mid-Air Turn: Press the Taunt Button when in mid-air to turn around and face the opposite direction. Use this technique to attack from behind!

Aerial Combos: Each character has an Aerial Combo Launcher, which is performed by pressing Slash + Heavy Slash. If you connect with it, the opponent will be launched into the air. After connecting, immediately hold ↑ to follow with a Chase Jump. You can now attack with a multi-hit, mid-air Gatling Combo! Note that Kliff can perform his Aerial Combo Launcher in mid air as well as on the ground.

▲ Launcher ▲ Chase Jump

Dead-Angle Attack: When you're blocking an opponent's attacks, quickly input a Special Move command. Your Special Move will cancel your blocking animation and strike the enemy while they're still attacking!

Perfect Guard: Normally, blocking a Special Move or Chaos Move drains a small amount of life. Using the Perfect Guard, you can block without losing any life at all. To initiate the Perfect Guard, press and *hold* the Respect Button while blocking. Note that using the Perfect Guard will drain your Chaos Bar, and if you have no Chaos Energy at all, you will not be able to use the Perfect Guard.

GUILTY GEAR TIPS

- The Slash Button has two variations, depending on if you're close or far from your opponent.
- You can perform Knockdown Evasion by holding ↑ and pressing any button rapidly, but if you do you won't be able to Air Dash or Double Jump while still in mid-air. Enter the command *once* and you'll be able to do both of the above.
- Pressing the corresponding Special Move button while performing a Charge Attack will allow you to go directly from the Charge to the Special Move.
- If your Chaos Bar is full and you Dash from across the screen, your character will flash and you'll be able to tackle the opponent.
- You can return to the Title Screen at any time by pausing and pressing SELECT to open the Exit Menu.

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